

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

## Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

## Use and handling precautions

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



### Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

### Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

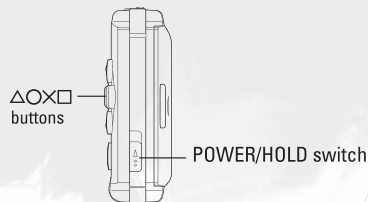
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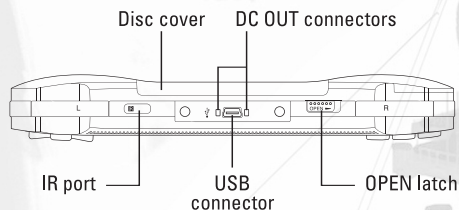


## Getting Started

### Right side view



### Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT **Steel Horizon** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **×** button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD™ while it is playing.

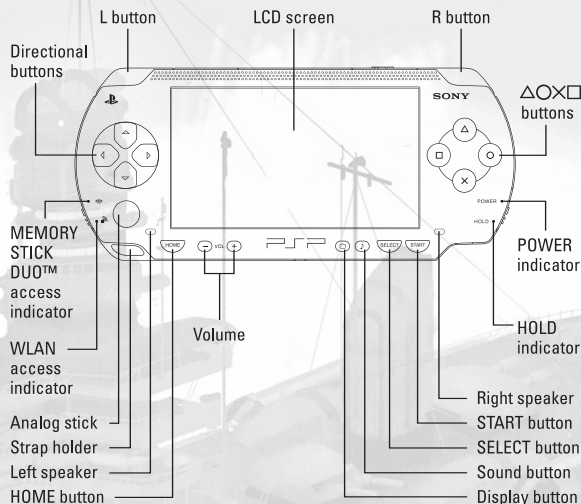
### Memory Stick Duo™

*Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.*

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

## Starting Up

### PSP® (PlayStation®Portable) system configuration



## Starting Up

- Ensure that your PSP® (PlayStation®Portable) system is turned off. Insert your **Steel Horizon** UMD into the drive and turn the power on. Press and hold the POWER button to turn power off.
- When the START MENU appears, press the START button to begin the game.



## Main Menu

Use the Directional Arrows to move along the following options; then press the **X** button to confirm. Press the **○** button to go back to the previous menu.

- **Continue** – Resume a previously saved game.
- **Campaign** – Start a new single player Campaign.
- **Skirmish** – Play a Skirmish mission.
- **VS Mode** – Play a Multiplayer game.

- **Options** – Access the Options menu to adjust various settings.
- **Tutorial** – Learn the basics of gameplay.

## Saving/Loading

- To save game data, select “Save Current Game” from the in-game pause menu. The in-game pause menu is only available during Strategy Mode. **WARNING:** This game uses the Memory Stick Duo. At least 288 KB of space is needed to save the game. Before operating the software, insert the Memory Stick Duo.
- To Load save game data, select “Continue” from the Main Menu. Then select the file that you would like to load and press the **X** button.

## Game Modes

**Steel Horizon** has three main game play modes: Campaign, Skirmish, and Vs. Mode (Multiplayer).

- **Campaign** – Campaign mode brings the player into a story as the commander of an Allied fleet during World War II. During the campaign, the player will fight both German and Japanese forces in the European and Pacific theatres of war, as well as an unknown third party. The campaign unfolds over the course of 20 main missions, and 14 bonus missions can be unlocked by defeating key ships and capturing special bases. During campaign mode, the game can be saved during any of the player's turns.
- **Skirmish** – Skirmish mode is direct to the action. The storyline of the campaign is not involved. The player engages the enemy in battle. Eight Skirmish maps are initially available to the player, and many more are unlocked as the player discovers bonus missions in campaign mode.
- **Vs. Mode (Multiplayer)** – Using the PSP® system wireless connection, two players can engage in a VS. battle. One player serves as the host and the other as the guest. The host has a large number of setup options available, including selecting the map, game type, and time limit, for example. There are a total of nine different maps to play head-to-head.

## Multiplayer/ Wireless Play

PSP® system allows 2 local players to connect wirelessly and engage in a multiplayer skirmish battle.

From The Main Menu, select Multiplayer and then Choose “Host” or “Connect”.

- **Host** – To Host a Multiplayer game, select “Host” from the multiplayer menu. Select the mission that you would like to host. Once selected you must wait for a guest to join your game. Once a guest joins, the game will begin.
- **Connect** – When you “Connect” to a game that is already being hosted, you become a guest. Select connect from the Multiplayer menu, then select the name of the game that you would like to join.

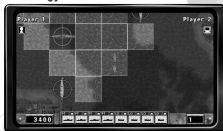
## Rules of Gameplay

**Steel Horizon** is a turn-based strategy game that plays out over a series of discrete turns. The game world is divided into a grid, with each square representing a piece of the sea, land, and other notable objects in the game world. To defeat your enemy, you must effectively use your turns to strategically move your fleet, build your forces and attack your foe. If you fail your mission's stated objectives or if your Flagship is destroyed, the game is over.

## Game Play Screens

**Steel Horizon** combines two modes of game-play: turn-based strategy and real-time battle. Each mode features its own perspectives of the battle field...

Strategy Mode Zoom View Screen



Strategy Mode Full View Screen



## Real Time Battle Screens

Real Time Battle Command Screen



Real Time Battle Ship Movement Screen



## Game Play

### Strategy Mode (Turn-Based) –

The player builds and positions his units on a grid-based map. The strategy mode features a Command Interface which allows the player to command their fleet.



When an attack is made, the game shifts into real-time Battle Mode, where the battle set up in the strategy mode is resolved.

### Commanding Groups in Strategy Mode

Selecting a ship group and pressing the **X** button will bring up the “Command Menu”. This is where the commander issues commands to his ships. Select a command from the menu and press the **X** button to issue the command to a ship group. Some commands can only be used under certain conditions. You will find the following options on the command menu:

- **Move** – Use this option to move a ship group. How far the selected group can move is dependent upon the speed of the slowest craft in the group.
- **Attack** – Used to attack an enemy ship group. Only adjacent enemy ship groups can be attacked.
- **Facing** – Use this command to change the direction that your ship group is facing. Effective use of facing allows your groups to assume defensive postures, protecting them from deadly surprise attacks from the rear.
- **Special** – This command activates the unique special abilities of certain ships. The following ships have special abilities: Aircraft Carrier, Minelayer, Repair Ship, and Submarine.
- **Ship info** – Use this option to view detailed information about the ships in this group.
- **Modify** – Use this command to add ships from adjacent groups or split a single group into two.
- **Objectives** – Use this command to view your current mission objectives and view Performance Points in Campaign Mode Missions.
- **End Turn** – Use this command after you have finished issuing your commands for all groups and you are ready to pass control to the enemy.



**Tactical Mode (Real-Time) – Steel Horizon's** Tactical Mode resolves the conflicts set up in Strategy Mode. These battles occur in a 3D space in real-time, and have a fixed time limit of 60 seconds.



Players can quickly give attack orders to their vessels using the command interface. When a battle is finished the player is returned to the Strategy Mode.

### Commanding Ships in Battle Mode

The main tactics employed in 3D real-time combat are:

- 1. Targeting enemy ships to attack.
- 2. Using special abilities to turn the tide of the battle.
- 3. Moving ships into advantageous positions or retreating with them.

### Command Blackout

In every battle, the attacker inflicts a status on his target known as “command blackout” to simulate attack initiative. While the target is under the command blackout, they will not be able to give orders of any kind or return fire until the blackout is over. The amount of command blackout varies with the direction of attack initiated from the Strategy Mode: attacking from the front results in a very short blackout time, the side moderate, and the rear the most. Strategically attacking from the most vulnerable side is critical to victory, as is strategically using the Facing command to turn your ships to minimize the amount of blackout time your group suffers.

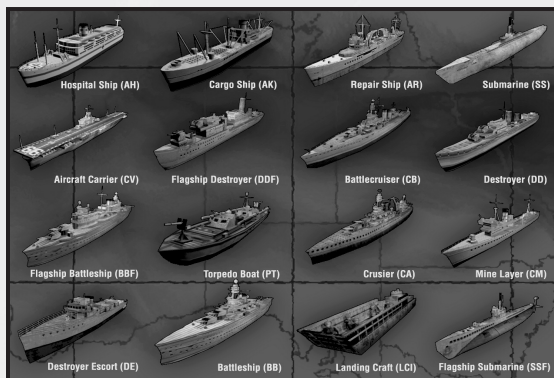
## Ships

A Group of ships is comprised of one to eight ships of various types that can be commanded by the player. Every ship has its own strengths and weaknesses, so effectively mixing and matching ship types in your groups is key to victory. Additionally, some ships serve a support role outside of battle through passive traits or special abilities.

### Ship Details

| Code | Ship Type        | Strategy Special | Passive Special    | Move | Vision  | Battle Special      | Cost |
|------|------------------|------------------|--------------------|------|---------|---------------------|------|
| CV   | Aircraft Carrier | Recon Plane      | Aircraft (Battle)  | 3    | 4 (10*) | Ace Pilot           | 600  |
| BB   | Battleship       | None             | None               | 3    | 4       | Focus Fire          | 500  |
| CB   | Battlecruiser    | None             | Extended Vision    | 3    | 5 to 8  | Accurate Fire       | 400  |
| CA   | Cruiser          | None             | Anti-Recon plane   | 3    | 4       | Anti-Aircraft Blast | 300  |
| SS   | Submarine        | Sneak Attack     | Stealth            | 2    | 4       | Targeting Torpedo   | 250  |
| DD   | Destroyer        | None             | Sonar              | 4    | 4       | Rapid Fire          | 200  |
| DE   | Destroyer Esc    | None             | Sonar              | 4    | 4       | Hedgehog            | 150  |
| PT   | Torpedo Boat     | None             | Pass through mines | 4    | 4       | Evasive Action      | 100  |
| CM   | Mine Layer       | Lay Mines        | Remove Mines       | 3    | 4       | None                | 100  |
| LCI  | Landing Craft    | None             | Take over Base     | 3    | 4       | None                | 100  |
| AR   | Repair Ship      | Group Repairs    | Group Repairs      | 3    | 4       | None                | 100  |
| AK   | Cargo Ship       | None             | None               | 2    | 4       | None                | N/A  |
| AH   | Hospital Ship    | None             | None               | 2    | 4       | None                | N/A  |

\*A Recon Plane can potentially give a Vision of 10 for a Turn.



## Game Features

### Capturing Ports and Shipyards

Ports and shipyards can be captured by Landing Craft. Each port or shipyard has 8 defense points, and will be captured when its defense points are reduced to zero. One defense point is deducted every turn for every LCI craft in the dock area (the adjacent space). For example, a group of 4 LCIs would require two turns to capture a port, while a group of 8 would only require 1. Once captured, a port can be upgraded to a shipyard for 750 resource points. Ports produce 100 resource points every turn, and Shipyards produce 200 resource points every turn.



### Production at Shipyards

You can produce ships at a shipyard. Place the cursor over a ship yard that you own and press the button to open the shipyard menu and select the ships to be produced. Resource Points

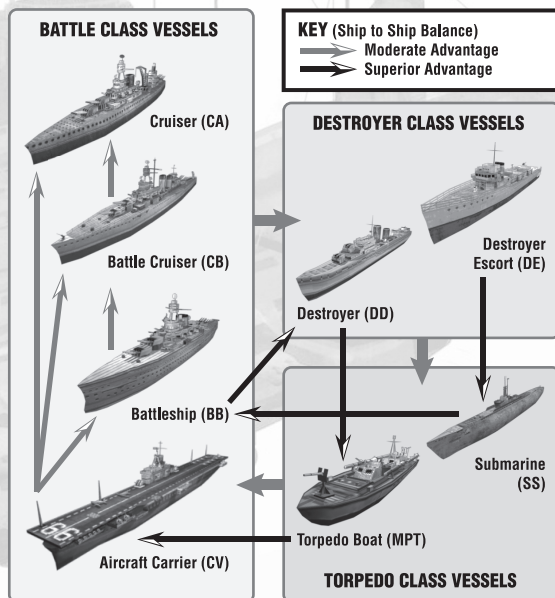


are needed to produce ships. Once created, the ships produced by a shipyard appear in the adjacent dock area and can immediately be moved and used in battle.

### Ship Relationships

A large part of the game's strategy lies in composing effective groups. Each ship type has its own set of strengths and weaknesses, so forming groups that maximize the former and minimize the latter against your enemy is essential.

Ships fall into three basic classes: battle, destroyer, and torpedo. Heavy Battle-class vessels, like Aircraft Carriers, Battleships and Cruisers are best against Destroyer-class ships. Destroyers and Destroyer Escorts are most effective against Submarines and Torpedo Boats. Torpedo-wielding vessels work best against heavy Battle-class ships.



### Conditions for Winning and Failing

To advance the game, you must complete your current mission's stated objective or defeat all enemy ships. Likewise, the enemy can defeat you if you fail a particular mission objective or your flagship is destroyed.

- **Mission Complete** – Pass mission objective / All enemies defeated.
- **Mission Failed** – Flagship destroyed by enemy or all ships destroyed. Additional failure conditions may be presented in each mission.

## Fog of War

All of the friendly Groups in a fleet have a collective sight range. Anything that is beyond the fleet's sight range is covered by the "Fog of War" and cannot be seen. Each Group on the player's side reveals enemies and terrain hidden by the fog. Most ships have a sight range of 4 spaces.



## Resource Management and Flagship Upgrades

There are two types of resources used in **Steel Horizon**: Resource Points, and Performance Points.

- Resource Points (RPs) are the currency used to purchase ships and upgrade ports into shipyards. Resource Points are generated by all ports and shipyards every turn.
- Performance Points (PPs) are used to upgrade the player's Flagship in Campaign Mode. There are two ways to gain Performance Points during a Mission:
  - Complete a Mission or Bonus Mission
  - Unlock a bonus map goal in a Mission; either capture a key port or destroy a key ship in a normal Mission or Bonus Mission.

The number of performance points gained at the end of a mission depends on how effectively you managed your ships.

Between Campaign missions, you'll be able to upgrade your flagship. Each flagship type (Battleship, Destroyer, Submarine) has a separate set of upgrades to be purchased which are grouped into four categories: Weapons, Defenses, Specials and Commands.



## Characters



**Steel Horizon** is a fictional account of the "real" events of World War II, and features a number of main characters, more of which will be revealed as the story progresses.

### The Captain (named by the Player)

The Captain is the game's main character. The son of a highly-decorated naval officer, the Captain is an all-American sort of guy who thinks of his crew as his family. While he strives to do what is best for America at all times, sometimes that may conflict with his orders.



### Senior Officer Michael Fiske

The flagship's Intelligence Officer and the Captain's oldest, best friend from the Naval Academy. Officer Fiske is the Captain's confidant and uses his wide knowledge of language and culture to gather intelligence to aid the Captain's missions.



### Admiral William Kingston

Admiral Kingston is a gruff, well-meaning Admiral nearing retirement and a friend of the Captain's father. While he hopes to win the war, he's not willing to sacrifice his ideals to do so.

Admiral Kingston has direct oversight of the Captain, his ship and the crew, and has great faith in them and trusts them instinctively.



## Admiral Thomas Washburne

Young for an admiral, Admiral Washburne is known for being as effective as he is unforgiving. Admiral Kingston has a sizable political influence within the Navy, and wants to see the war resolved as quickly as possible, regardless of the costs and sacrifices to America and the world.



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